

Monsters!

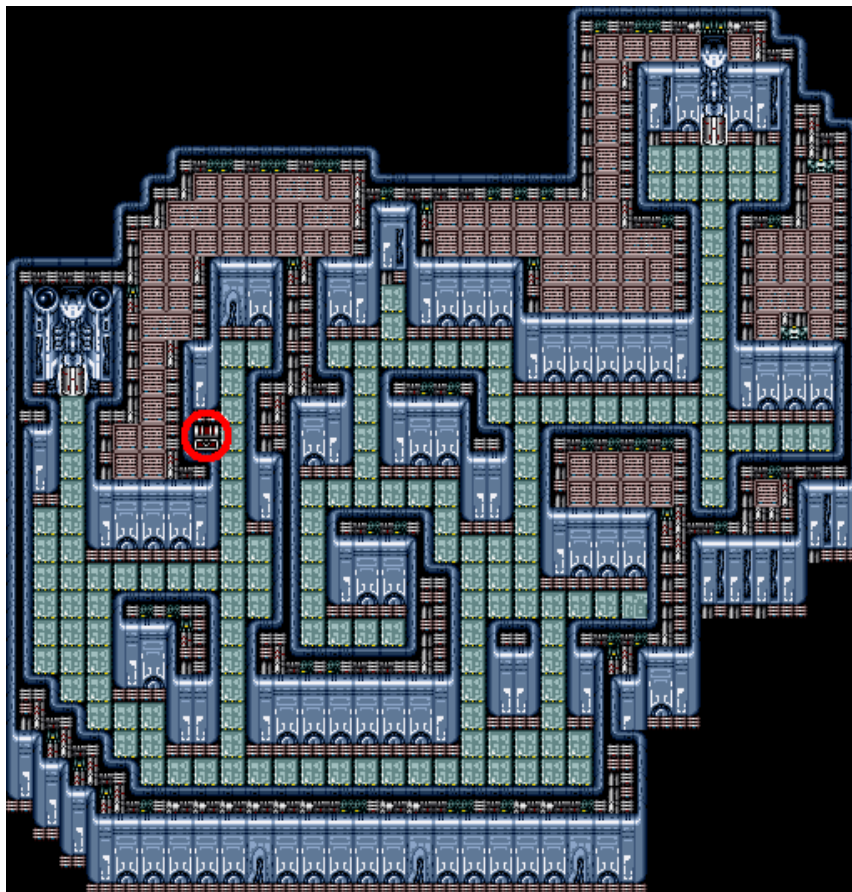
The **Vanilla locations**, organized with FE gates in mind. Organized by xPankraz
Treasure contents on images are from vanilla and I didn't want to edit 'em out.



Overworld Options

Open to you immediately at the start of the game

Tower of Zot - 1x Chest on 2F



Fight: 1x Flamedog - 1,221HP

Tpro Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	10	40	30	20	0

Twildish Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	5	20	32.50	25	17.50

Generic Fight Notes:

Weak to Ice Element - one Boreas toss will end the fight.

Opens with a 20% MaxHP-based Fire attack, then starts punching. If the fight goes real long, it'll start throwing fires again.

Castle Eblan - 3x Chests

Left tower - 1F, through secret passage



Fight: 1x Staleman - 2,100HP

4x Skull - 740HP

Right tower - 2F, through secret passage



Fight: 2x Blackcat - 593HP

1x Lamia - 1,200HP

Generic Fight Notes:

Vulnerable to Stone, Stop.

Skulls are undead and vulnerable to fire. A Big Bomb will take them out & leave the Staleman alone.

The Staleman is a Giant-Type enemy, so axes + charm arrows will hit the racial weakness. They are also weak to Ice-Element weapons and spells.

Generic Fight Notes:

Vulnerable to Stone, ID, Stop.

Blackcats counter physicals with Bluster, potentially paralyzing or swooning party members.

Lamias counter physicals with Charm, which can be deadly if it hits a quake caster.

Right Tower - BIF, through the hole in the floor



Fight: 3x Mad Ogre - 1,700HP

Generic Fight Notes:

Vulnerable to Stone + Size, as well as ID and Stop.

If surviving their physical punches proves difficult, try making them small

Mad Ogres are both Giant-type and Mage-type enemies, so your axes + Charm Arrows as well as Mute weaponry will hit the racial weakness. These do not stack, so Elven + Charm will not do x16 damage

Tpro Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	0	30	35	35	0

Twildish Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	0	11.25	27.50	30.63	30.63

Percentages apply to all 3 Eblan Castle chests

Available with the Hook

Eblan Cave, Save Room - 1x Chest

(Through the side door before the character recruitment cutscene)



Generic Fight Notes:

Vulnerable to Stone

The Staleman is a Giant-Type enemy, so axes + charm arrows will hit the racial weakness. They are also weak to Ice-Element weapons and spells.

Fight: 2x Staleman - 2,100HP

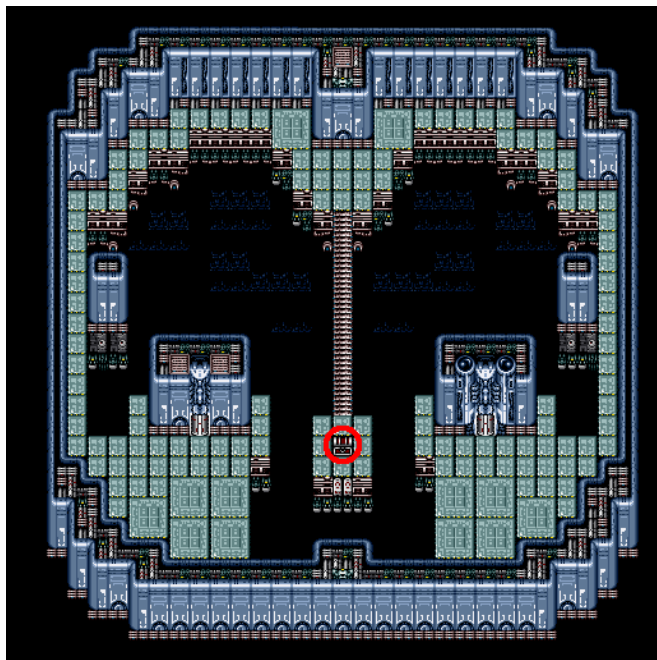
Tpro Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	20	40	25	15	0

Twildish Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	10	25	31.25	20.63	13.13

Upper Bab-il, 2F - 1x Chest



Generic Fight Notes:

Vulnerable to Stone + Size.
If surviving their physical punches proves difficult, try making them small.

Mad Ogres are both Giant-type and Mage-type enemies, so your axes + Charm Arrows as well as Mute weaponry will hit the racial weakness. These do not stack, so Elven Bow + Charm Arrows will not do x16 damage.

With life glitches, a good source of XP pre-hook route.

Fight: 4x Mad Ogre - 1,700HP

Tpro Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	10	60	15	15	0

Twildish Loot:

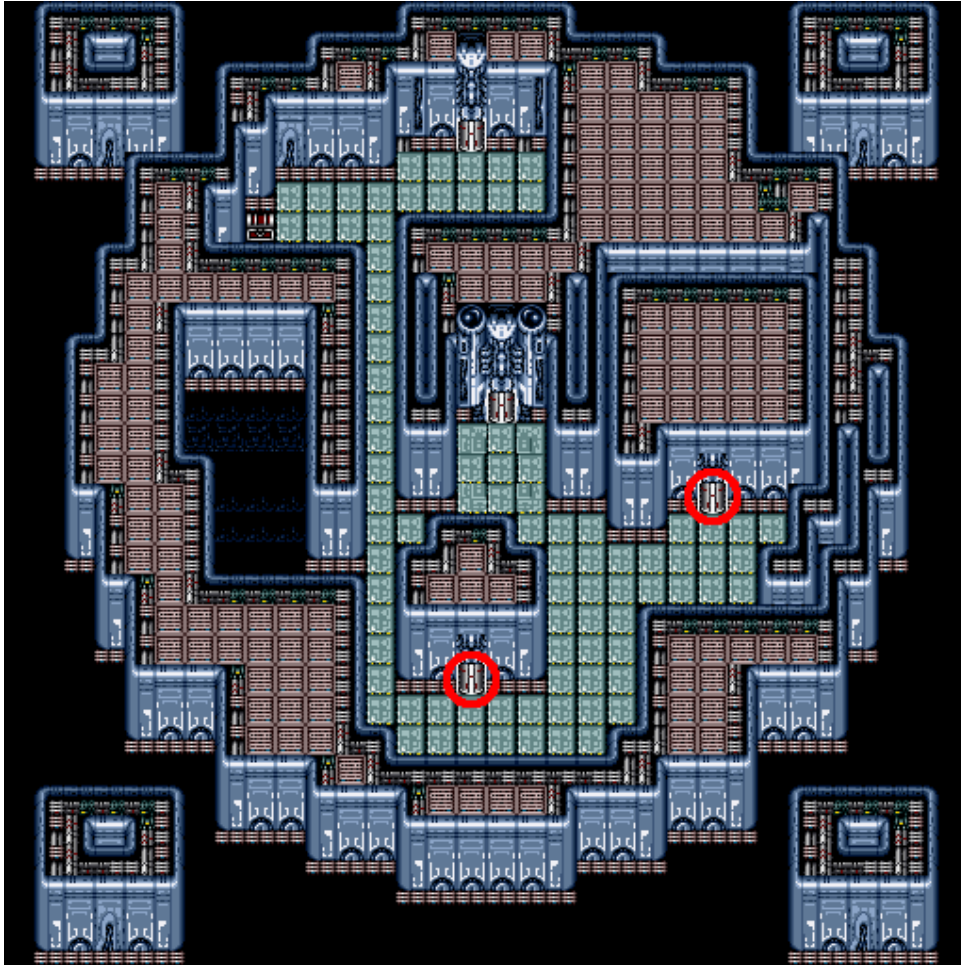
Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	5	27.50	41.25	13.13	13.13

Available With Underground Access

A magma key or a completed hook route opens these up. Can be slightly higher difficulty.

Lower Bab-il - 4x Chests

2F - Side Chambers, 2 chests



Left:

Fight: Alert(Stoneman) - 1,425HP

Generic Fight Notes:

Can steal Sirens from the Alert enemy.

Machine-Type enemy, so weak to Hammers, Lit Arrows, Thunder Claw. High M.Def, so consider physicals.

If solo, counters damage by summoning enemy in parentheses. The Alert is susceptible to stop, so recommended to do so if you can't 1H-KO

Right:

Fight: Alert(Chimera) - 1,425HP

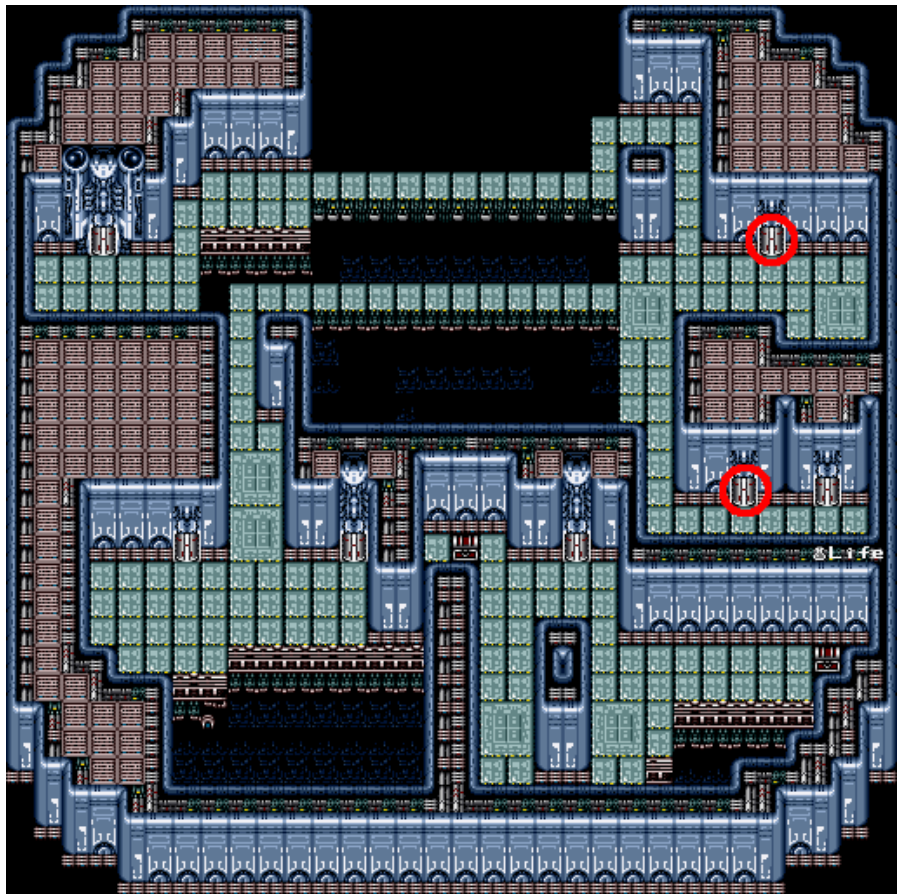
Generic Fight Notes:

Can steal Sirens from the Alert enemy.

Machine-Type enemy, so weak to Hammers, Lit Arrows, Thunder Claw. High M.Def, so consider physicals.

If solo, counters damage by summoning enemy in parentheses. The Alert is susceptible to stop, so recommended to do so if you can't 1H-KO

4F – Side Chambers, 2 chests



Top:

Fight: Alert(Flamedog) - 1,425HP

Generic Fight Notes:

Same as previous Alerts.

Bottom:

Fight: Alert(Naga) - 1,425HP

Generic Fight Notes:

Same as previous Alerts.

For all Lower Bab-il Chests:

Tpro Loot:

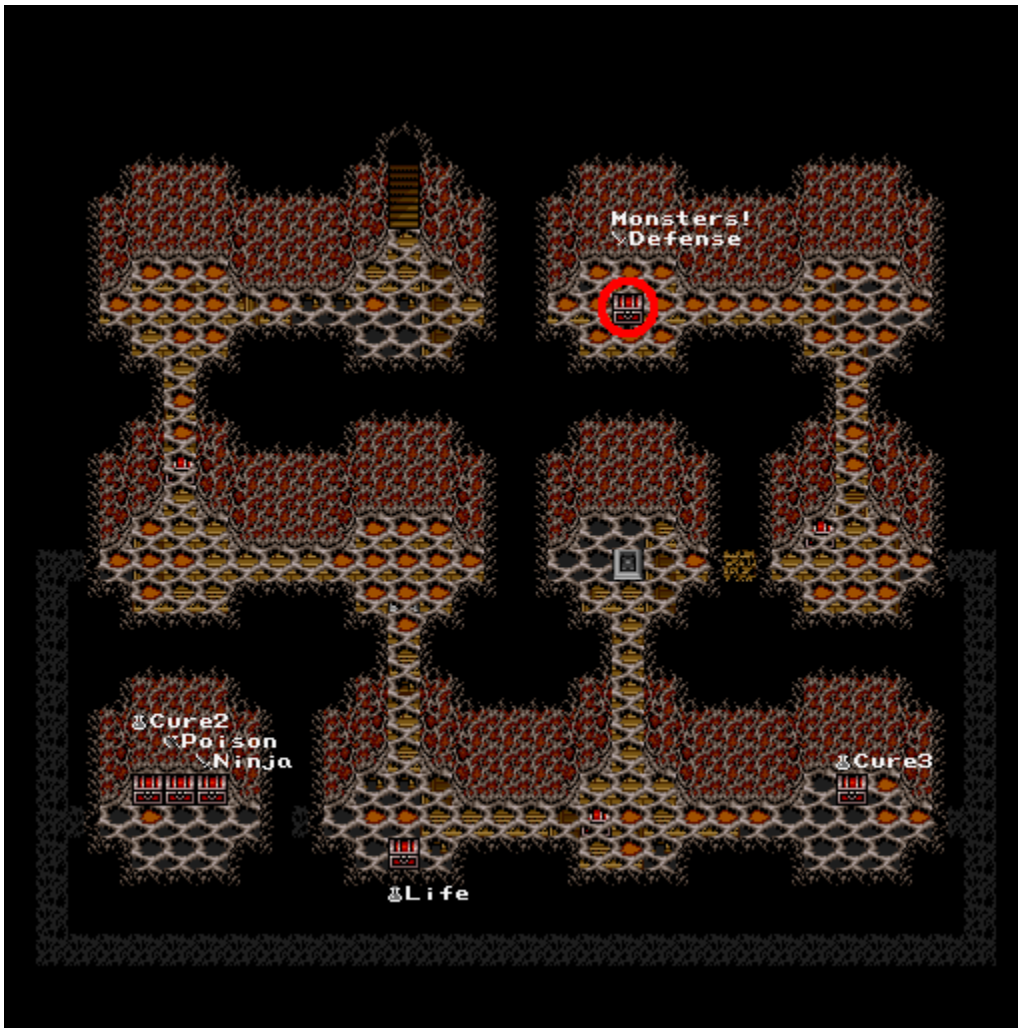
Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	30	45	13	12	0

Twildish Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	15	31.88	31.38	11.25	10.50

Feymarch - 1x Chest

Land of Monsters B3F - before the treasure platform



Fight: 5x Warrior - 2,400HP

Generic Fight Notes:

Recommended to take out with AoE Magic. No racial or elemental weaknesses, but HP value means you can *usually* take out with a Quake or Leviathan cast. Also susceptible to all status effects.

Check HP beforehand! Lava tiles can sap you lower than expected, and no one wants to start potentially dangerous fights with 1HP on their characters. That said, 4 of the warriors are in the back row, so they are *slightly* less scary.

Tpro Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	5	45	35	15	0

Twildish Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	2.50	19.38	36.88	28.13	13.13

Sylph Cave - 7x Chests [AoE Magic Recommended]

Sylvan Cave B2F, en route to Yang - 1 chest



Fight: 1x ToadLady - 2,960HP

6x TinyToad - 400HP

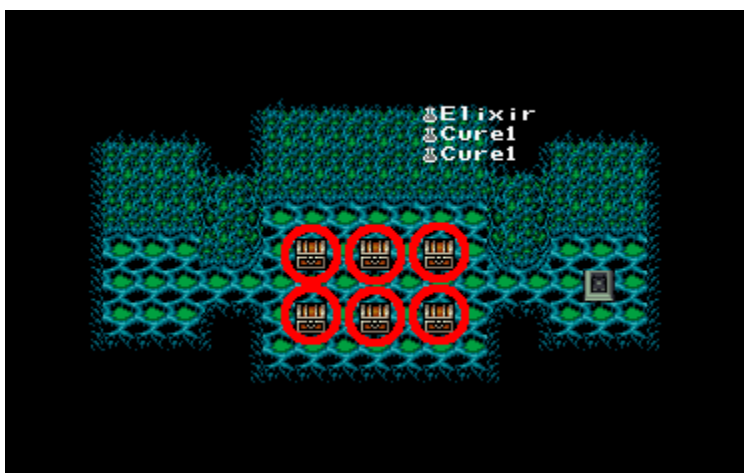
Generic Fight Notes:

Very safe fight, if slightly annoying without set-up. Will just continuously turn party members into frogs, or if you kill all her frogs first, ToadLady will turn herself into a frog repeatedly. Neat.

AoE Magic is your friend. Can also be stopped or muted to save some time on animations. Can be an early XP infusion if needed, or just a fun time frogging about.

Tpro Loot (For all 7 Sylph Chests):

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	5	30	30	35	0



Top 3 Fight: 6x Ghost - 1,100HP

Generic Fight Notes:

Cannot be Stoned, but can be muted + stopped. Opens with a volley of Fire2s, so a turn-1 Mute can save a lot of animation time and a nice chunk of HP.

Low Individual monster HP means strong AoE spells like Leviathan, Quake, or Bahamut are very effective, while the 29-32 agility means having physical fighters taking them out before they take actions... we'll call it "less-than-ideal."

Bottom 3

Bottom Left	Bottom Middle	Bottom Right
Fight: 2x Molbol - 1,999HP 2x Darktree -1,800HP	Fight: 2x Molbol - 1,999HP	Fight: 2x Centpede - 600HP
Generic Fight Notes: Arguably the most dangerous fight in the cave boxes. AoE magic is very highly recommended. This fight can be stoned. Molbol's open with the Breath attack, inflicting a lotta statuses on one party member. Good to know that if a character resists any one(1) of the ailments, they resist the entire breath attack DarkTrees, if they survive a magic hit, will berserk themselves and then start punching. Try to 1HKO.	Generic Fight Notes: AoE very highly recommended. This fight can be stoned. Molbol's open with the Breath attack, inflicting a lotta statuses on one party member. Good to know that if a character resists any one(1) of the ailments, they resist the entire breath attack With perfect agility, it can be difficult to get a quake off before the Molbols take an action. Equip your quake-caster with something to stop the breath from landing.	Generic Fight Notes This fight can be stoned. In contrast to its 5 neighbors, one of the easier MIAB fights. Note that if you leave only one alive and it takes damage, it will counter with the Quake spell. Can steal silkwebs from these, should you find yourself wanting one.

For all Sylph boxes: Check HP beforehand! Lava tiles hurt!

Twildish Loot (For all 7 Sylph Chests):

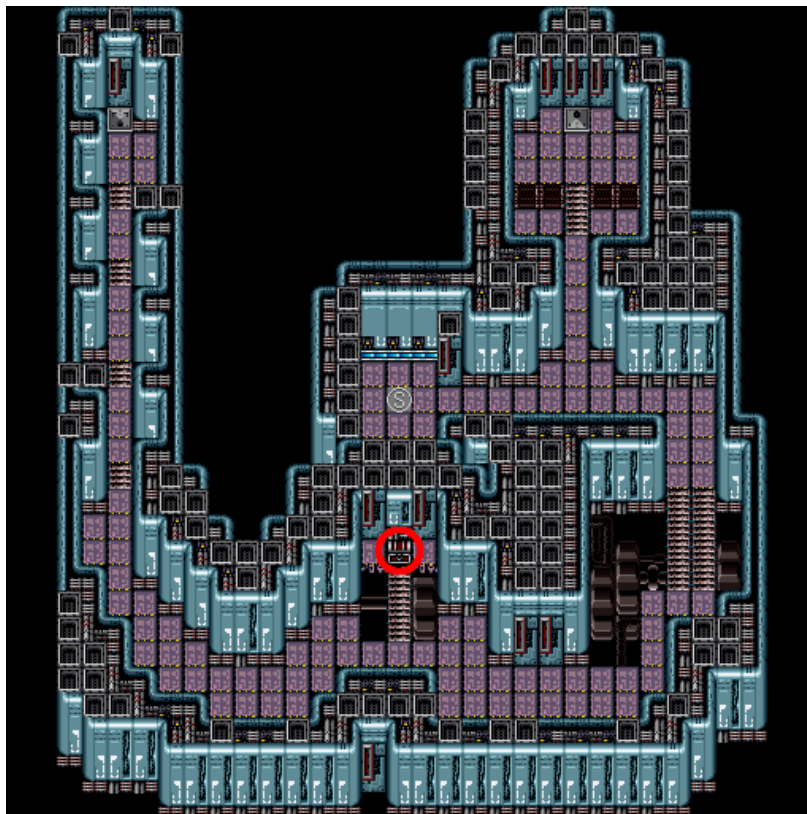
Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	2.50	13.75	26.25	26.88	30.63

Available With Moon Access

Find the Darkness crystal and these chests can be yours! Some conditions apply, see store for details. Significant difficulty bump.

The Giant of Bab-il - 1x Chest

Passage - The room with the Save Point



Fight: 1x Last Arm - 9,500HP

Generic Fight Notes:

Machine-Type enemy, so weak to Hammers, Lit Arrows, Thunder Claw. Unlike Searchers, it has a normal amount of Magic Defense, so feel free to hit with your favorite spells.

Loops through Search > Magnet > Search > Beam. Magnet is a single-target long Stop effect, so if your damage output is particularly low, you can lock up and die a death by 1,000 Beams. That said, Magnet is reflectable, so if you can get a wall up on the searched target, the fight's completely free.

If the Last Arm is left with <1,000HP, it will counter damage with Fission, hitting all party members for its remaining HP.

Tpro Loot:

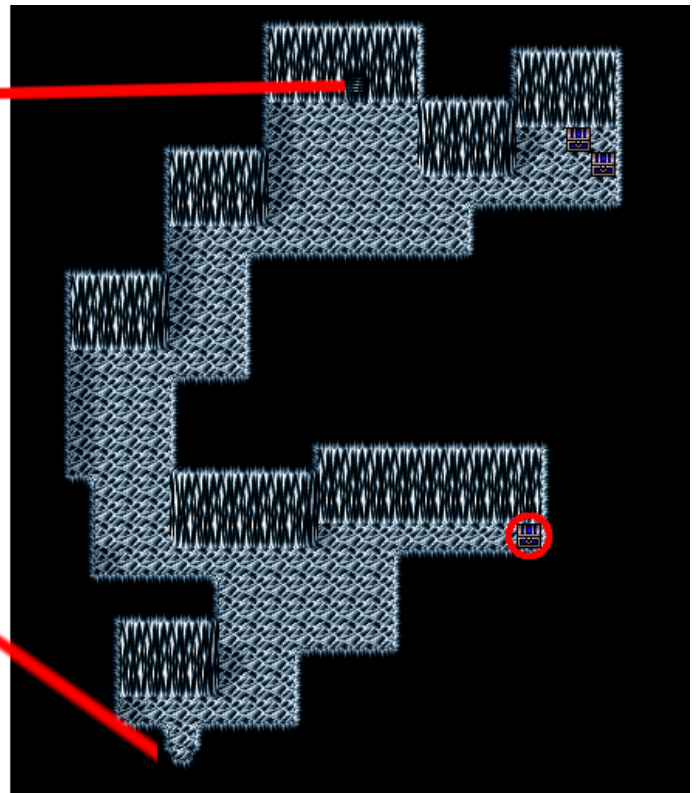
Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	0	30	35	35	0

Twildish Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	0	11.25	27.50	30.63	30.63

Lunar Path - 1x Chest

Often referred to as the Hairdryers Chest



Fight: 2x Procyote - 2,200HP
2x Jucllyote - 1,700HP

Generic Fight Notes:

No racial or elemental weaknesses, but also no special spells or counterscripts. Can inflict poison on punch though. Also resists most status effects, including but not limited to Stone, Frog, and Mini. However, they can be Stopped.

AoE Magic once more is our best friend. The low-ish HP and decent EXP makes this an ok stop if you've got an early Darkness Crystal and need just a splash more Siren-less EXP to get the ball rolling.

Tpro Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	0	40	40	20	0

Twildish Loot:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	0	15	35	32.50	17.50

The Lunar Subterrane - 9x Chests

The baddest of the bads, some as difficult as LST altar bosses.

Here, I'll just drop this handy dandy graphic made by Inven. Shoutouts to him~ This image is also pinned in the *#community-clubs* channel on the Discord for a higher-res and easier-to-read version.



Some more generic Notes:

Behemoths – With an agility value of low (1-3), it's recommended to have a higher agility anchor for these fights to limit their punches to Just™ Counters™, as they are **very** punchy.

Behemoths do counter all Physicals and damaging non-Holy spells with a punch. Holy-Elemental spells(White, Meteo) instead get countered with Storm, reducing your party to single-digit-HP. 16,000HP each.

RedGiants - Giant-Type enemies, and vulnerable to stop. Exploit these weaknesses and you'll have a good time. Alternates punching and an AoE fire attack. Careful using Summons, as they will counter with Explode and likely kill off party members. 11,800HP each.

Dragons - the scariest boxes. Having Dragoon armor, crystal rings, and Tiaras is recommended to tame their physicals, and anti-Dragon weaponry is preferred to speed the fight up drastically. Be cautious leaving only one Red D. alive, as they will begin using Heat Ray for a **lot** of AoE Fire damage on your party.

Blue D., while not quite as powerful, are annoying for their Resistance to all elements, Air included. Despite their colour, they are not weak to Fire, and counter with Blizzard. 13,200HP Blue, 15,000HP Red.

Warlock/Kary - The friendlier lunar boxes. These do not have the boss bit, unlike the Blue/Red D. and Behemoths, so they can be stopped/sized/muted to severely tame their power. Also vulnerable to Stone and Instant Death.

All LST MIAB's share one loot table:

Tpro Loot Distribution:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	0	10	20	50	20

Twildish Loot Distribution:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8
0	0	0	0	3.75	11.25	21.25	63.75

Another comment regarding the LST MIAB's: knowing where the trapped chests are is important, but if you're playing with Vanilla MIAB's and weighted treasures, knowing which do **not** have monsters inside can also be helpful, since normal LST boxes have pretty high chances of giving T5 (or even T6/T7 on wildish) loot. Walking down and grabbing a Power Shirt or two can be pretty cool!

Credits~

This 'guide' is basically just a condensing of other information with some commentary / tips from my gameplay side of things, so huge shoutouts to the original collectors of the data found in this guide that made it easy to rip & display, after some quick editing with GIMP.

Aexoden's & Ian-Albert's Map Resources:

<https://ff4kb.aexoden.com/tools/map-viewer/>

https://ian-albert.com/games/final_fantasy_ii_maps/

Wylem + Antidale in their work maintaining the Free Enterprise Wiki

<https://wiki.ff4fe.com/doku.php?id=start>

Inven, for making the LST MIAB graphic he so kindly shared in the Discord:

<https://discord.com/channels/411615349579186178/778848310567370833/855237217144406016>

And, as always, to the fantastic FE admin & dev teams for their work in making this game & keeping up with the community!
Any comments or concerns regarding this doc, yell at me through the discord channels, directly or on the FE server.